

AVAILABLE NOW



APE ESCAPE:
ON THE LOOSE



ATV OFFROAD FURY:
BLAZIN' TRAILS



WIPEOUT® PURE



INSTRUCTION MANUAL

Ape Escape is a registered trademark of Sony Computer Entertainment Inc. © 2005 Sony Computer Entertainment Inc. ATV Offroad Fury is a registered trademark of Sony Computer Entertainment America Inc. © 2005 Sony Computer Entertainment America Inc. Developed by Climax Group Inc. Wipeout is a registered trademark of Sony Computer Entertainment Europe. © 2005 Sony Computer Entertainment Europe. PSP, the "PSP" logo and "UMD" are trademarks of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

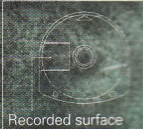
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

Twisted Metal™: Head-On Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98601

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY (7669) to receive instructions to obtain repair/replacement services.

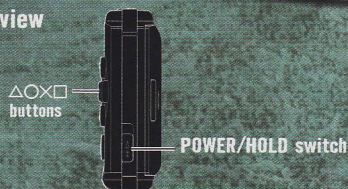
This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

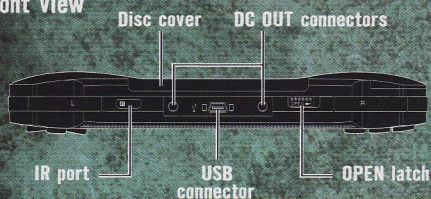


GETTING STARTED

Right side view



Front view



Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the TWISTED METAL™:HEAD-ON UMD™ disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the button of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

STARTING UP

PSP™ HANDHELD ENTERTAINMENT SYSTEM CONFIGURATION

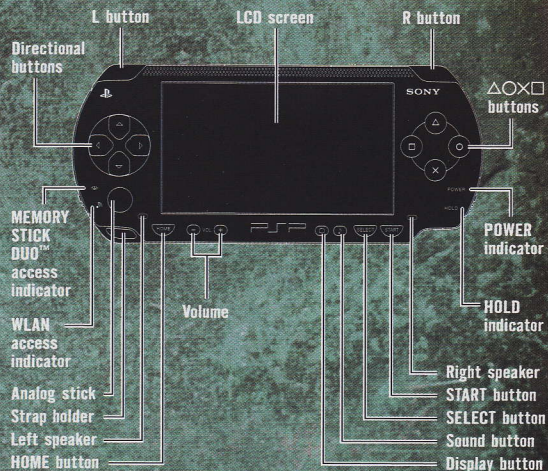


TABLE of CONTENTS

Gameplay Controls..... 6

Game Screen and HUD..... 7

Main Menu..... 8

Options..... 9

Game Modes..... 10

Multiplayer Terms..... 12

Game Modifications..... 14

Relic Descriptions..... 15

Weapons..... 16

Other Pickups / Items..... 20

Upgrade Power-ups..... 22

Energy Attacks..... 24

Characters & Vehicles..... 25

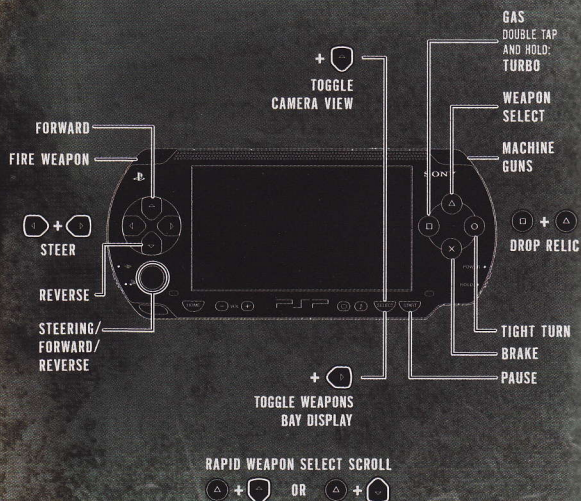
Environments & Battlegrounds..... 32

Bonus Mini-games..... 34

Credits..... 40

End User License Agreement..... 44

GAMEPLAY CONTROLS



THIS BUTTON CONFIGURATION REPRESENTS THE DEFAULT, CLASSIC CONTROL LAYOUT. THREE OTHER CONTROL LAYOUTS ARE AVAILABLE IN THE OPTIONS MENU: HIT-N-RUN, RUN-N-GUN AND HEAD-ON.

GAME SCREEN and HUD



- 1 ENEMIES REMAINING
- 2 CLOSEST OPPONENT IN VIEW
- 3 RADAR
- 4 OPPONENT'S LOCATION
- 5 OPPONENT'S INDICATOR ICON
- 6 WEAPONS BAY DISPLAY
- 7 HEALTH METER
- 8 ENERGY METER
- 9 TURBO METER
- 10 MACHINE GUN OVERHEAT INDICATOR
- 11 LIVES REMAINING
- 12 MESSAGE BAR

★ (PRESSING SELECT + → ON THE DIRECTIONAL BUTTON WILL TOGGLE THE DISPLAY BETWEEN ICONS MODE AND MAIN MODE)

MAIN MENU

The Main Menu allows you to enter the world of Twisted Metal™:Head-On with a variety of different gameplay options.

SINGLE PLAYER

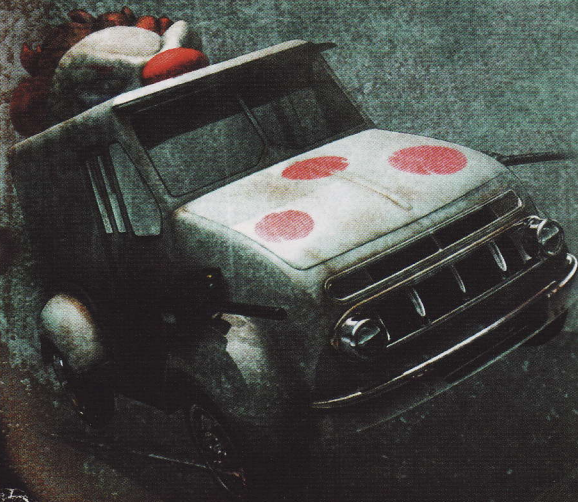
Compete by yourself in Story, Challenge or Endurance Modes

MULTI-PLAYER

Get together with other Twisted Metal™:Head-On players (6 total) and battle "head-on"

OPTIONS

Adjust your game settings



OPTIONS

CONTROLS

Select from four controller layout variations

AUDIO

Customize your audio settings

DIFFICULTY

Choose from four different difficulty settings

LOAD GAME DATA

Access your Memory Stick Duo™ for a previously saved game

SAVE GAME DATA

Change your game save settings

DELETE GAME DATA

Remove unwanted game info from your Memory Stick Duo™

RESTORE DEFAULT SETTINGS

Reset your options to its original settings

MOVIE CLIPS

Watch the in-game movies you've unlocked

NOTE: PRESS THE X BUTTON DURING
MOVIE PLAYBACK TO END THE CURRENT
CLIP. PRESS THE START BUTTON DURING
MOVIE PLAYBACK TO CANCEL PLAYBACK
OF ALL UNLOCKED MOVIES.

GAME MODES

SINGLE PLAYER

Story

Select a character and progress through the game to discover his/her adventure

Challenge

Select your computer controlled opponents and arrange a quick, last vehicle standing, destruction derby

Endurance

Take on an endless onslaught of computer controlled opponents until you can't take it anymore

MULTI-PLAYER

Twisted Metal™:Head-On provides a variety of multiplayer challenges using Wi-Fi functionality.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

MULTIPLAYER TERMS

MULTIPLAYER TERMS

Scoring Breakdown

- **Kills** – Point for each car killed, minus a point for a suicide/fratricide.
- **Net Kills** – Point for each car killed, minus a point for each death and suicide/fratricide.
- **Damage** – Point for each point of damage done.
- **Net Damage** – Point for each point of damage done, minus a point for each point of damage received.
- **Carnage** – 10 points for each kill, minus 10 for each suicide/fratricide, plus 1 point for each point of damage. If Fox Hunt game, then also one point is added for each second you're the fox.
- **Time** – Fox Hunt only, 1 point for each second being the fox.
- **Possession** – Collector only. One point for each currently held Artifact.
- **Domination** – Collector only. One point for each second an Artifact is held.

Game Parameters

- **Synchronous Entry** – Prohibits new players to enter a game once the game has started.
- **Fox Pass** – (Fox Mode only) Determines who the next Fox will be.
- **Friendly Fire** – Team mode only. Set the amount of damage a player can inflict on a teammate.



GAME MODIFICATIONS

Use the following options to customize a multiplayer game.

- **Single Weapon** – Limit the selection to a weapon of your choice
- **Unlimited Weapons** – Allow all weapons to be used at any given time
- **Single Vehicle** – Level the playing field by allowing all players to only select one vehicle
- **HUD** – Normal, No health bar, No pointer, No radar – Change the amount of opponent information on the screen
- **Full Health Pickups** – Select the availability of Full Health Pickups
- **Partial Health Pickups** – Select the availability of Partial Health Pickups
- **Blow Level Destructibles** – Alter the amount of level interactivity
- **Relics** – Add the use of Relics items available in a game

Visit the Twisted Metal:Head-On Game Site for more info on multiplayer modes.

RELIC DESCRIPTIONS

Relic Type	Description
Drop Relic	Sets the number of seconds a Relic can be held
Drop Relic Time	Amount of time before a Relic is dropped
Damage Relic	Double the damage per weapon or ram attack
Shield Relic	Reduces damage taken by 42%
No Lock Relic	Limits the lock distance to 150ft (Buster can always lock – Reflected shots lock up to 600 ft)
Reflect Relic	Redirects damage to the shooter
Relic Buster Relic	Forces opponent to drop current Relic
Fast Fire Relic	Doubles your fire rate and pickup limit
Health Relic	Doubles max health and current health
Mega Guns Relic	Increases the damage of machine guns (bullets gain homing ability)
Life Sucker Relic	Drains health from opponent when dealing damage
Deception Relic	Creates an invisible cloak around the vehicle
Special Regeneration Relic	Increases regeneration rate of Turbo and Energy meters
Destruction Relic	Adds a damaging area effect to all weapons except machine guns

WEAPONS

Throughout the chaos of debris on each level, you'll find an array of Weapon Power-ups available for your use. Run over to pick up an item and it will appear in your Weapon Bay ready for activation.

BASIC WEAPONS



Machine Gun

Use these to mow down anything that comes across your path. While your supply is unlimited, keep an eye on the Machine Gun Overheat icon. A blinking red light indicates overheating.



Homing Missile

While this missile has the least damage potential, its accuracy on hitting its target is unmatched.



Fire Missile

A well-balanced missile combines damage with accuracy due to its slight homing capabilities.



Power Missile

The most powerful of all missiles, what it lacks in accuracy, more than makes up for in pure destructibility.



Ricochet Disc

A deadly weapon that can be fired and has the durability to bounce around the environment until it finds a target. Bank shots score more damage.

SKILL WEAPONS



Napalm

This devastating weapon is lobbed forward and either explodes on contact or can be triggered (by pressing the fire button a second time) to drop lethal napalm on your enemies for incredible damage.



Remote Bomb

A powerful and strategic weapon, press the fire button to drop the Remote Bomb, then lure the enemy and press the fire button again to detonate. Don't get too close as it is a range based damage weapon. Running over the Remote Bomb will also cause it to detonate so be careful.



Swarm Missiles

After locking onto a target, these Swarmer missiles trace the target with supreme accuracy. Hold the fire button for more missiles, however, holding too long will cause the weapon to detonate.

WEAPONS (Cont.)

ENVIRONMENT WEAPONS



In many environments, you'll find an Environment Weapon Power-up that triggers a unique attack based on your current environment. Below are the different types of Environment Attacks.

Location	Environment Attack
Big Blue Stadium	Band Attack
Los Angeles	Powerplant Lightning
Paris	Eiffel Top Lightning
Egypt	Tornado
Roman Ruins	Fireball
Russia	Nuke Shockwave
Greece	Zeus Thunder

SPECIAL WEAPONS



Each character has a unique Special Attack that regenerates over time. Below is a list of Special Attacks.

Character	Special Attack
Twister	Tornado Twist
Crimson	Reticle Pulse Blast
Mr. Grimm	Screaming Soul
Spectre	Ghost Missiles
Outlaw	Tazer
Roadkill	Boomerang
Grasshopper	Body Slam
Thumper	Balls of Fire
Shadow	Soul Shadow
Axel	Shock Wave
Hammerhead	Ram Attack
Sweet Tooth	Napalm Cone
Warthog	Patriot Missiles
Mr. Slam	Bucket Slam Shake

OTHER PICKUPS/ITEMS

Full Health & Partial Health

These valuable icons refill your health meter. Hint: Remember where these pickups are located for those times when you need to run with your tail between your legs.



Turbo

By quickly pressing the gas button twice you can activate a quick speed burst. These pickups replenish your Turbo meter.



Helicopters

Helicopters are deployed to provide random pickups to the contestants. Keep an eye out for these aerial item transports.



Teleporters

Within each environment there are hidden teleporters that will send you to special areas or initiate unique Bonus Mini-games where you can load up on extra items and unlock bonus rewards.



Upgrade Power-up

Destruction has its rewards. After defeating an opponent, an Upgrade Power-up will appear above the debris. Drive over the Power-up to receive a vehicle OR weapon upgrade.



UPGRADE POWER-UPS

ACQUIRING UPGRADES

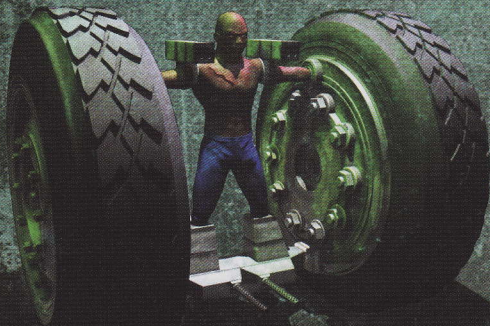
Each time an enemy vehicle is destroyed, it will leave behind an Upgrade Power-up, run over the power-up and score the upgrade. After running over the Upgrade Power-up a HUD message will pop up informing the player of the Upgrade.

UPGRADE STATUS CHECK

Players can quickly check their upgrade status on the Pause Screen.

UPGRADE RULES

- Upgrade Power-ups are only available after you kill a vehicle
- Regenerates only once per killed vehicle
- All upgrades are lost if you get killed
- Upgrades carry over into next level
- Anyone can run over the Upgrade Power-up (not just the killer)
- If you've reached the first six upgrades, subsequent Upgrade Power-ups will randomize between extra health, missile powerups, or turbo & energy regeneration



UPGRADES

1st: Jump Height Upgrade

Increases the height of vehicle jumps to double.

2nd: Ram Damage Upgrade

Adds 10% more damage to any ram attack.

3rd: Turbo and Energy Regeneration Upgrade

Speeds up the regeneration rate of your Turbo and Energy meters by 10%.

4th: Machine Gun Upgrade

Upgrade the damage per bullet on machine guns.

5th: Armor Upgrade

Strengthen the armor of your vehicle 15%.

6th: Special Weapon Upgrade

Depending on your vehicle, this upgrade maximizes the power of your special weapon. Using the Special Weapon Upgrade requires a charge-up OR button mash mechanic to exploit the full damage potential.

7th: Random Power-up Upgrade

Once you've achieved the first six upgrades, the seventh Upgrade Power-up will randomize between 15% health, extra missiles and turbo and energy bar replenishment.

ENERGY ATTACKS

Every vehicle can perform Energy Attacks as long as there is enough charge in the Energy Meter. Each Energy Attack requires a certain amount of energy.

To perform each of the following, quickly press the directional button or Analog Stick in the indicated order.

Energy Combo	Effect	Command
Freeze	Temporarily freezes opponents in their tracks. To break a freeze, rapidly press any controller button.	↑, ↓, ↑
Mine	Drops a land mine behind your vehicle that explodes upon impact of another vehicle.	→, ←, ↓
Shield	A temporary energy shield that can withstand all opponent attacks.	→, →, ↓, ↓
Cloak	Enables your vehicle invisible	←, ←, ↓, ↓
Rear-fire	With a Weapon selected, entering this command allows some weapons to be rear-fired.	←, →, ↓ + Fire Weapon button
Flak	An energy burst that intercepts and destroys any incoming missile AND will knock back any enemies that are in close player proximity.	↑, ↓, ←, →
Napalm	Adds a napalm projectile to any weapon fired. (does not work with Special Weapons).	→, ←, ↑, ↑

CHARACTERS & VEHICLES

Name Axel
Vehicle Axel
Tale of the Tape Age: 38
 Height: 6' 3"
 Weight: 280
 (60 pounds comes from his metal arms)

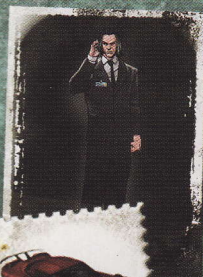


Back Story

More than a decade ago, Axel was imprisoned in a massive, two-wheeled contraption by his father. He confronted his father and was told he'd have to spend another decade imprisoned. In a show of defiance, he tore his arms free from the contraption.

He found he couldn't handle living without the thing he'd been part of for so long. He felt like he'd lost a part of his body.

Axel met a doctor who constructed cybernetic arms and feet that would allow him to drive the vehicle once again, on the condition that Axel would turn over his wish should he win Twisted Metal.



Name Agent Shepherd
Vehicle Crimson Fury
Tale of the Tape Age: 34
 Height: 6' 1"
 Weight: 200

Back Story

Agent Shepherd is a good and dedicated FBI agent who's entered Twisted Metal with the goal of bringing the FBI's most wanted, Calypso, to justice.

He's a simple and straightforward man. If he wins Twisted Metal and with the help of the FBI, Shepherd hopes to capture Calypso.



CHARACTERS & VEHICLES

(Cont.)

Name Krista Sparks
Vehicle Grasshopper
Tale of the Tape Age: 15
 Height: 5' 1"
 Weight: 105
 (when she was alive)

Back Story

Krista Sparks is the long dead daughter of Calypso, Calypso, and his entire family were killed in a brutal car accident. Calypso escaped death by stealing a demon's powers, but he was not able to bring his family with him.

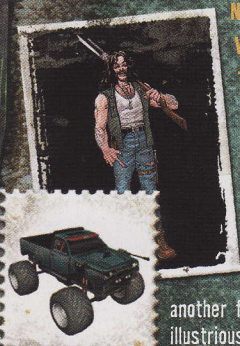
Calypso attempted to rescue his daughter from the afterlife, but discovered that while he may be able to summon her spirit, it would only be temporary. In order for her to truly live again she must win Twisted Metal and wish for this life herself.



Name Catfish
Vehicle Hammerhead
Tale of the Tape Age: 47
 Height: 6' 1"
 Weight: 175

Back Story

Catfish, a man who prides himself as the mighty hunter, decided to modify his favorite rig to compete in this year's Twisted Metal, because after all, it's just another form of hunting, vehicular style. Catfish's illustrious and often illegal hunting obsession has resulted in the head of every type of big game creature to hang proudly in his favorite trophy room. Now, Catfish's ultimate dream is to hunt the most intelligent species in the animal kingdom, the Human, in an all-out, man vs. man survival of the fittest in the raw wilderness.



Name Mr. Grimm
Vehicle Mr. Grimm
Tale of the Tape Age: 26
 Height: 5' 10"
 Weight: 180
 (all stats are from when he was human)

Back Story

Mr. Grimm is, in fact, the grim reaper himself. At some point during his centuries of work, he attempted to devour a soul himself instead of taking it to its next destination. He became hooked; needing to devour more and more souls. He found himself absorbing more souls than he was delivering. This craving was driving Mr. Grimm to the point of insanity. Realizing he can't take it anymore he enters Twisted Metal hoping that Calypso can give someone else the job of being the Grim Reaper.



Name Simon Whittlebone
Vehicle Mr. Slam
Tale of the Tape Age: 33
 Height: 5' 9"
 Weight: 200
 (when he was alive)

Back Story

Simon Whittlebone was the mastermind behind Whittlebone Tower; a skyscraper that was to stretch taller than any building that had come before it. While the building was under construction, Simon climbed to the top of the tower and shouted to the universe that this creation made him a god. He lost his balance and fell to the ground.

With the mastermind dead, the tower was never finished. Companies tried to tear the remains down, but strange and ghostly things always kept people at bay; Simon's spirit has been haunting the tower.

His spirit possesses one of the construction vehicles and he enters Twisted Metal with the hopes of being reborn so he can finish his tower.



CHARACTERS & VEHICLES

(Cont.)

Name Captain Jamie Roberts, Sergeant Carl Roberts

Vehicle Outlaw 2

Tale of the Tape Age: 27
Height: 5' 6"
Weight: 135, Age: 31
Height: 5' 8"
Weight: 165

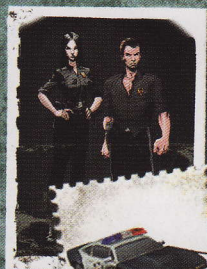
Back Story

Jamie and her brother Carl were once decorated and respected police officers.

Jamie's brother had competed in and won a previous Twisted Metal. Upon making his wish, Calypso tricked and imprisoned him. Jamie entered and won a subsequent Twisted Metal and was able to rescue her brother.

Now they're competing together with the goal of bringing down Calypso and Twisted Metal once and for all.

Jamie hopes to merely bring the contest to an end. She doesn't know that her brother plans to kill Calypso if he gets the chance.



Name Marcus Kane

Vehicle Roadkill

Tale of the Tape Age: 35
Height: 5' 11"
Weight: 255

Back Story

Marcus Kane is a man plagued with nightmares of competing in past Twisted Metal competitions. These nightmares have gotten worse and worse. Desperate to put

these nightmares to rest once and for all, he decides to compete in what he believes to be another nightmare; he doesn't realize this Twisted Metal is for real.



Name Mortimer Scharf

Vehicle Shadow

Tale of the Tape Age: Long Dead
Height: 5' 3"
Weight: 115

Back Story

Mortimer, a former caretaker of wayward souls, has long since gone back to rest in his coffin.

One night, some kids are goofing around near Mortimer's grave. One of them reads the "Gone but not forgotten," inscription on the tombstone and drunkenly decides to see if that's true. They dig up the grave and wake up Mortimer.

This upsets Mortimer as he finds that he can't go back to sleep.

Exhausted and desperate to go back to his eternal slumber, Mortimer enters Twisted Metal hoping Calypso can put him back to sleep.



Name Chuckie Floop

Vehicle Spectre

Tale of the Tape Age: 19
Height: 6' 2"
Weight: 195

Back Story

A popular radio station receives a confusing giveaway prize from an anonymous source. The prize? A "special" vehicle to compete in a contest called Twisted Metal, and all you have to do to

win is be the 7th caller. Of course the DJ's have no clue what they're giving away and the 7th caller, Chuckie Floop, is just happy to win something. Chuckie doesn't realize what he is in for and discovers from the mysterious contest creator that the winner will be granted any wish they desire. Not sure how this contest works or how anyone can grant wishes, Chuckie's mind focuses on the important "what will I wish for?"



CHARACTERS & VEHICLES

(Cont.)

Name Needles Kane
Vehicle Sweet Tooth
Tale of the Tape Age: Unknown
 Height: 5' 9"
 Weight: 185

Back Story

Needles is, by far, the most aggressive competitor Twisted Metal has ever known. He's competed in every Twisted Metal and has become known as the insane clown. He has become tired of this position as a simple competitor and with his wish hopes to take over Twisted Metal altogether.



Name Angel
Vehicle Thumper
Tale of the Tape Age: 25
 Height: 5' 7"
 Weight: 120

Back Story

For years, Angel has wanted to compete with the big-boys and their lowriding, customized, bass pumping vehicles. Growing up she has watched her brothers and cousins build, modify and create incredible vehicles, while basking in all of the attention and notoriety that comes along with them. She has had to stand by the sidelines simply watching the car show competitions instead of competing herself. Twisted Metal was just the opportunity she was looking for. If she wins she will finally have the car that puts them all to shame.



Name Miranda Watts
Vehicle Twister
Tale of the Tape Age: 25
 Height: 5' 2"
 Weight: 100

Back Story

Miranda's twin sister Amanda competed in Twisted Metal a few years ago and has been missing ever since. Miranda's been on an exhaustive hunt for her sister, but hasn't had any luck finding her. She eventually follows Amanda's trail to Calypso who offers her a seat in the upcoming Twisted Metal. Miranda is no stranger to racing as she and Amanda used to be the top two female car racers in the world. She agrees and knows exactly what she'll wish for; her sister returned alive and well.



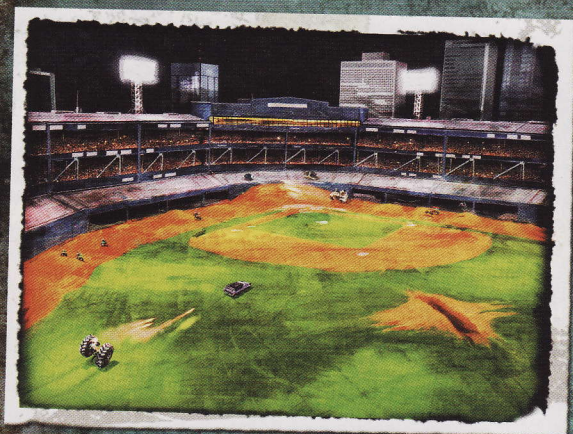
Name Colonel Hall
Vehicle Warthog
Tale of the Tape Age: 36
 Height: 6' 4"
 Weight: 255

Back Story

Colonel Hall wanted to be a military man since he was a little kid. From the start he excelled at all forms of combat, and tactics came naturally to him. The army has sent him to compete in Twisted Metal with the hope that he'll win and acquire an ultimate weapon. When he wins, Colonel Hall wishes for an ultimate weapon; something that will enable him to easily take out all the evil-doers of the world.



ENVIRONMENTS & BATTLEFIELDS



BIG BLUE STADIUM

Play Ball! What better way to annihilate the competition than in a stadium filled with fierce competitors?



LOS ANGELES

Welcome to Smog Central. Don't let the busy freeways trigger your road rage - your opponents will do that for you.



PARIS

Romance is in the air...as well as numerous missiles, rockets and napalm.



EGYPT

The great pyramids of Egypt await you, just be careful not to be entombed in them.



ROMAN RUINS

The historic site of great gladiators now makes home to "Twisted" warriors.



RUSSIA

You'll be seeing red as you enjoy the surroundings of the Kremlin wall and Red Square.



GREECE

Take a cruise to the relaxing Greek Isles... just don't sink the ship that took you there.



MONACO

Start your engines and bring chaos to a famed race track in Monte Carlo.



TOKYO STREETS

Chaos hits the busy streets and bright lights of Tokyo.



TOKYO ROOFTOPS

Fear of heights? Reckless drivers might want to be a bit more careful.

BONUS MINI-GAMES



Explore the different battlegrounds and look for destructible entrances hiding a special "Teleporter". These will take you away from the contest to engage in a variety of Bonus Mini-games ranging from a Shooting Gallery to a Combat Race.

Keep your eye out, as you can earn extra lives, obtain bonus vehicles, Power-ups, unlock new levels and more.

Location	Bonus Mini-Game	Description
Big Blue Stadium	Demolition Derby	This is a classic Demolition Derby contest with taxi cabs. Ram your vehicle into the five cabs and destroy them in "three minutes or less to earn the bonus reward. Destroyed cabs will leave behind a power-up.
Los Angeles	Freeway Slalom	Survive the Freeway obstacle course featuring hazards such as falling debris, swinging wrecking balls, nitro barrels and rush hour traffic within "two minutes to earn the bonus reward. Collect power-ups as you dodge your way to the finishline.
Paris	Chopper Shoot	Launch Napalm Bombs from the Paris rooftops to destroy the helicopters. Destroyed helicopters drop bridges that connect the rooftops to the Eiffel Tower finishline. Collect power-ups along the way. Finish the course within "two minutes to earn the bonus reward.
Egypt	Balance Beam	Dodge your way thru a gauntlet of fire pits, crushers, and electric force fields while balancing on the narrow track. Finish the course within "three minutes to earn the bonus reward. Collect power-ups along the way.

Location	Bonus Mini-Game	Description
Roman Ruins	Top Down Driver	Turbo, dodge and jump your way thru the course above the clouds... with a stuck accelerator. Finish the course within "two minutes to earn the bonus reward. Collect the power-ups along the way but don't get greedy.
Russia	Shooting Rink	The Shooting Rink Bonus level is a classic "old school" top down shooter. The objective is to destroy six enemy tanks using only machine guns within "three minutes to earn the bonus reward. Once a tank is destroyed, a power-up is left behind and a new, larger tank re-spawns.
Greece	Jump Skill	The Jump Skill Bonus requires patience and plenty of classic platformer skills. Survive this course of platforms that move in every direction within "2.5 minutes to earn the bonus reward. Collect the power-ups along the way.
Monaco	Death Race	This Death Race Bonus requires players to race the Wrong Way! Survive two laps and destroy ten racers with your Fire Missiles to earn the bonus reward—three crashes with the racers and its Game Over. Collect power-ups along the way.
Tokyo Streets	Subway Gauntlet	The objective of the Subway Gauntlet is to destroy all of the Sweet Tooth Heads and collect all the stars within "two minutes to earn the bonus reward. You must also dodge mini Sweet Tooth Nitro Buggy's that are racing around the subway course.
Tokyo Rooftops	Sky Track	The Sky Track bonus is a combat race on a futuristic course that "figure-8's" the Tokyo Rooftops level. The objective is to survive a high speed combat race for three laps competing with the nitro-charged future bikes. Power-ups are placed around the track and you must win the race to earn the bonus reward.

* Times are based on Normal difficulty setting.

NOTES

CREDITS

INCOGNITO™ ENTERTAINMENT

**Producer/
Game Design &
Director**
Scott Campbell

Technical Director
Randy Zorko

Creative Director
Kellan Hatch

Associate Producer
Angelic Quintana

Software Engineers
Steve Poulson
Michael Badger
Konrad Behrens
Evan Christensen
Wayne Gregoire
James Stanard

**Online
Software Engineers**
Michael Bartholomew
(Lead)
Kirk Baum
Steve Willis
Jess Walker
Karl Graham
Marty Jakub

Software Tools
John Crocker

Shell Art Director
Michael Jackson

3D Graphic Artists
Karl Loveridge (Lead)
David Hilden
James Torrens
Edward Lee
Brian Schmitt

Production Artist
Donald Yatomi

Animators
Lars DeVore (Lead)
Nate Tufts
Dave DeMorest

Design Support & QA
Mike Snow (QA Lead)

**ADDITIONAL
DEVELOPMENT**

SUPPORT

3D Graphic Artists
Chad Liddell
Kevin Pulley
Corey Kruitbosch
Miles Woods
Kurt Quackenbush
Jennifer Fortin

Production Artist
Owen Richardson

Animators
Michael Boyle
Brandon Beckstead

Software Engineer
Pierre Dufresne

VO Script Writer
Scott Shicoff

**Shell Art
& 3D Support**
Origin Studios, Inc.

Sound Design
Karen Muro
Chris Clanin

Test
Anthon Johnson
Tom Oliphant
Ryan Hudson
Jon Fuller

ANCILLARY SUPPORT

Network Administrator
Greg Chandler

Office Manager
Charisie Rose

Special Thanks
Spouses/Significant
Others and families of
the development team.
Bruce Woodard,
Tim Donley,
Kurt Quackenbush,
Jason McDonald,
Rita Mines,
George Weising,
Shannon Studstill,
Susan Nourai,
Allan Becker,
Shuhei Yoshida,
Jack Tretton,
SCEA HR,
SCEA Finance,
SCEA Legal.

SCEA SANTA MONICA STUDIOS

Producers
Yumi Yang
Linda Jo

**Director, Product
Development**
Allan Becker

**Vice President,
Product Development**
Shuhei Yoshida

Director of Production
Shannon Studstill

Technical Director
Jon Steele

SCEA AUDIO PRODUCTION GROUP

**Director of
Tools, Technology
and Services**
Buzz Burrowes

Sound Design Manager
Dave Murrant

Music Director
Chuck Doud

Sr. Sound Designer
Kurt Kellenberger

Dialog Coordinator
Greg deBeer

**Cinematic Audio
Post Production**
Mark Reis
Tristan des Pres

Music Editor
Chuck Carr

**Music Production
Coordinator**
Tammy Tsuyuki

Music Licensing
Victor Rodriguez

Audio Tools
Chris Graymen

MUSIC

**Soundtrack
Produced By:**
Chuck Doud

**Original In-Game
Music By:**
The Swivelheads
Big Idea
Music Productions Inc.
Game Audio Ltd
Lukas Burton
Inon Zur

**Additional
In-Game Music:**
"Disaster Proof"
Artist: Level
Album: Level
Writers: Ed Faris
and Bobby Reeves
Publishing: Via Marina
Music and
Z Muzic [BMI]
Courtesy of Riptide
Music and Z Muzic

SCE-RT ONLINE TECHNOLOGY GROUP

Director
Glen Van Datta

**Senior
Project Manager**
Greg Becksted

Game Integration
Baylor Triplett
Rob Colbert
Tom Sawyer

SCE-RT Production
Erika Kato
Trang Ho
Steve Slover

SCE-RT Engineers
Adam Harris
Mark Vaden
George Loukas
Mark Jacob

SCEA ART & ANIMATION SERVICES GROUP

Director
Dwayne Mason

Cinematic Manager
Scott McMahon

**Cinematic
Production Supervisor**
Brian Johnson

**Cinematic
Creative Lead**
Jeff Vargas

CREDITS (Cont.)

**Cinematic
Lead Designer**
Ron Padua

Cinematic Editor
Don Lacy

Cinematic Composer
Devin Olden

**Cinematic
CG Supervisor**
Greg Jung

**Cinematic
CG Assistant**
Janelle Pitchford

Cinematic CG Artists

Bill Johnston
Hock Wong
Jung-Yoon Choi
Sal Arditti
Christian Vagnatti
George Castro
Alan O'Brien
Josh Peay
Marcello DeSantos
Long Phan
Hong Suck Suh

Shaded Box Team
Joey Jones
Mike Frantum
Wira Winata
Jason Du

Cinematic Artists
Ryan Odagawa
Matt Morgan
Lucas Graciano
Sean Galloway
Anthony Washington
Jon Meyers

**VO PRODUCTION /
CASTING**
Technicolor Sound
Services - New Media

VO Actors
Dave Boat
Quinton Flynn
Nika Futterman
Kim Mai Guest
Adam Leadbeater
Peter Lurie
Scott MacDonald
Joel McCrary
Tara Strong
Fred Tatasciore
Brett Walter
Dave Wittenberg

SCEA FIRST PARTY QUALITY ASSURANCE

Director
Michael Blackledge

Senior Manager
Richard Markelz

Test Manager
Michael Graham

Game Test Engineers
Cruz Garcia
Steve Schulte

QA Analysts
Greg Hicks
Shaun Penney

Analysts
Paul Timm
Chad Shoemaker
Richard Noble
Tom Wenceslao
Avery Anderson
Brian DelCarmen

Lab Technician
Vince Loughney

**Project Management
Supervisor**
Eric Ippolito

Project Coordinator
Jason Coker

Project Assistant
Randall Lowe

QA SUPPORT

QA Support Manager
Ken Kribs

Test Tool Developer
Chris Depuydt

Test Tool Developer
Jie Xu

Applications Manager
Kevin Simmons

**Applications
Administrator**
Christian Davis

**Online Support Game
Test Engineer**
Chris Cromwell

**Online Support Game
Test Engineer**
Michelangelo Gallina

**Online Quality
Assurance Analyst**
Ken Overbey

**Online Quality
Assurance Analyst**
Derek Baumann

SCEA INFORMATION TECHNOLOGY

Director
Charles Conroy

Online Games Group
Ron Andres
Richard Bennett
Chip Capelik
Matt Miller
Krisztian Mizser
Madhukar Yedulapuram

INFRASTRUCTURE

**IT Infrastructure
Manager**
Tom Perrine

**Network
Engineering Manager**
Derrell Jenkins

Robert Clark
Chris Dudley
Andrew Lee
Sven Nielson

**Network Operation
Specialists**
Keith Hutchinson
Kristin Igaki
Arron Johnston
Jose Madrigal
Rudy Wiley

SCEA MARKETING

**Product Marketing
Senior Manager**
Jeff Reese

Product Manager
Mark Valledor

**Director, Brand
Marketing &
Online Strategy**
Susan Nourai

**Director, Direct &
Online Marketing**
Steve Williams

Director, Promotions
Sharon Shapiro

**Director,
Public Relations**
Molly Smith

Public Relations Team

Ron Eagle
Ryan Bowling
Paul Murphy

**Director,
Creative Services**
Ed DeMasi

**Creative
Services Manager**
Quinn Pham

**Creative
Services Specialist**
Steve Ervin

SCEA Legal

Lisa Lunger
Jim Williams
Brian Fukuji
Ninalei Morrison
Sue Nopar
Suzanne Williams
Mary Nappi

**Packaging &
Manual Design**
Origin Studios, LLC.

SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Twisted Metal™. Head-On with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Jim Bass, Glenn Nash, Frank O'Malley, Steve Ross, Riley Russell and Shuhei Yoshida.

ONLINE USER AGREEMENT

GAME EXPERIENCE MAY CHANGE DURING WIRELESS PLAY.

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7869 WITHIN 30 DAYS OF YOUR PURCHASE FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

- 1. ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).
- 2. GRANT OF LICENSE.** SCEA grants you a non-exclusive right to use this software for play on a PSP™ handheld entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You may, however, transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.
- 3. AUTHENTICATION.** Some game software may use "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). To see if your game uses DNAS, look for the DNAS notice in the game manual. "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCEA company. SCEI, SCEA and their affiliates cannot guarantee the continuous operation of the "DNAS" servers and shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-800-488-5333. For additional information concerning "DNAS", visit www.playstation.com/DNAS. In the event of a systems incompatibility or inability with "DNAS", the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEI, SCEA and their affiliates shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.
- 4. COLLECTION OF INFORMATION.** Before you can play, you will be asked to create an account with a user, player or other game name ("game name") and password. You may also be asked to select or provide additional information for a game profile. This information will not identify you personally. You agree that this non-personally identifying information may be provided to any tournament website which is established by SCEA or its partners in connection with this game. Such information will not be displayed on any tournament site without your written permission and agreement to participate in the tournament.
- 5. PROTECTION OF IDENTITY.** When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letters and numbers that is unrelated to your game name or to any information you may share with other players in the game. SCEA will not ask you for your password and you should not provide this information to any third party. This game will save your game name, profile and password automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7869. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.
- 6. ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:
 - (a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
 - (b) Using language, selecting user, character, clan or team names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory or one which infringes a registered trademark of SCEA or 3rd party;
 - (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;

- (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (e) Falsely representing that you are an employee of Sony Corporation, Sony Computer Entertainment America, or any other affiliated or related company;
- (f) Disrupting the normal flow of chat in game chat rooms;
- (g) Making a false report of user abuse to SCEA Consumer Services (see below);
- (h) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;
- (i) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www.us.playstation.com/onlinecheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7869. SCEA has no liability for any violation of this Agreement by you or by any other player.

- 7. INTELLECTUAL PROPERTY RIGHTS.** All title and intellectual property rights in and to the content of this software is the property of the content owner(s) and may be protected by applicable copyright and other intellectual property laws and treaties. This agreement grants you no ownership rights in such content. All rights not expressly granted are reserved by SCEA.
- 8. WARRANTY/DISCLAIMER.** SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not warrant that this software will work properly with any memory storage or other peripheral device that has not been manufactured or licensed by SCEA or a related company. To insure compatibility use only PSP™ licensed or approved products. Additionally, SCEA does not guarantee that you will be able to play this game through WiFi connectivity at any time you want. From time to time, there may be problems related to availability, access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the WiFi functionality of this software (except with regard to the operation of "DNAS" explained in paragraph 3 above), you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.
- 9. MODIFICATION.** SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.
- 10. MISCELLANEOUS.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California. If any provision of the Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.